

## CLAIMS

What is claimed is:

- 1           1.       A collaborative-object architecture comprising:  
2           a first computer system running a pod having a first set of constituent parts; and  
3           a second computer system coupled to the first computer system, the second  
4           computer system running an applet having a second set of constituent parts, the pod and  
5           the applet together comprising a collaborative object, wherein the first set of constituent  
6           parts correspond to the second set of constituent parts such that changes to one of the  
7           second set of constituent parts cause corresponding changes to a corresponding  
8           constituent part in the first set of constituent parts;  
9           wherein the applet receives input and generates a message to the pod in response  
10          to the input, and further wherein the applet applies the input without waiting for a  
11          response from the pod.
- 1           2.       The architecture of claim 1, wherein the applet generates a message packet  
2           to the pod comprising multiple messages, and further wherein the messages are optimized  
3           to reduce non-essential data included in each message.
- 1           3.       The architecture of claim 1, wherein data controlled by the pod is  
2           serialized and stored on a data storage device if a message packet is not received by the  
3           pod for a preselected period of time.

1           4.     The architecture of claim 1, wherein the pod receives message packets  
2 from the applet and communicates the packets to additional applets.

1           5.     The architecture of claim 1, wherein the pod receives message packets  
2 from multiple applets, determines an order in which to process the received message  
3 packets and communicates a set of data resulting from the processing to the multiple  
4 applets such that the multiple applets receive the set of data from messages originating  
5 from the pod.

1           6.     A method for a collaborative-object architecture comprising:  
2           running a pod having a first set of constituent parts on a server computer system  
3 coupled to a first client computer system running a first applet having a second set of  
4 constituent parts and to a second client computer system running a second applet having a  
5 third set of constituent parts;  
6           receiving a message from one of the second set of constituent parts indicating a  
7 change to data controlled by the constituent part;  
8           processing the message by changing a corresponding constituent part in the first  
9 set of constituent parts based on the message, wherein the first applet continues normal  
10 execution prior to the processing of the message; and  
11           sending an update to the second applet indicating the change corresponding to the  
12 message.

1           7.     The method of claim 6, wherein the step of receiving a message comprises  
2 receiving a message packet having multiple messages indicating changes to data  
3 controlled by the constituent part.

1           8.     The method of claim 6, wherein the update comprises multiple messages,  
2 and further wherein the messages are optimized to reduce non-essential data included in  
3 each message.

1           9.     The method of claim 6, wherein the step of receiving a message further  
2 comprises:  
3           receiving a message from multiple applets;  
4           determining an order in which to process the multiple messages; and  
5           transforming incoming messages, if necessary, based on a state of the sending  
6 applet.

1           10.    A computer readable medium having stored thereon sequences of  
2 instructions which when executed cause a processor to:  
3           run a pod having a first set of constituent parts on a server computer system,  
4 wherein the server computer system is coupled to a first client computer system running a  
5 first applet having a second set of constituent parts and to a second client computer  
6 system running a second applet having a third set of constituent parts;  
7           receive a message from one of the second set of constituent parts indicating a  
8 change to data controlled by the constituent part;

9 process the message by changing a corresponding constituent part in the first set  
10 of constituent parts based on the message, wherein the first applet continues normal  
11 execution prior to the processing of the message; and  
12 send an update to the second applet indicating the change corresponding to the  
13 message.

1 11. The computer readable medium of claim 10, wherein the sequences of  
2 instructions further comprise sequences of instruction that, when executed, cause the  
3 processor to receive a message packet having multiple messages indicating changes to  
4 data controlled by the constituent part.

1 12. The computer readable medium of claim 10, wherein the update comprises  
2 multiple messages, and further wherein the messages are optimized to reduce non-  
3 essential data included in each message.

1 13. The computer readable medium of claim 10, wherein the sequences of  
2 instruction that cause the processor to receive a message further comprise sequences of  
3 instructions that cause the processor to:  
4 receive a message from multiple applets;  
5 determine an order in which to process the multiple messages; and  
6 transform incoming messages, if necessary, based on a state of the sending applet.

1 14. A method for a collaborative-object architecture comprising:  
2 running an applet having a first set of constituent parts;

3 receiving an input that indicates a change to data controlled by one of the first set  
4 of constituent parts;  
5 generating a message indicating the change to the data;  
6 sending the message to a pod having a constituent part corresponding to the  
7 constituent part receiving the change; and  
8 continuing running the applet without waiting for a response from the pod.

1 15. The method of claim 14, wherein generating a message comprises  
2 generating multiple messages, and further wherein the messages are optimized to reduce  
3 non-essential data included in each message.

1 16. The method of claim 14, further comprising:  
2 receiving an update from the pod indicating changes to the data;  
3 transforming the update, if necessary, based on the state of the pod when the  
4 update is generated; and  
5 modifying the data based on the update.

1 17. A computer readable medium having stored thereon sequences of  
2 instructions that, when executed, cause a processor to:  
3 run an applet having a first set of constituent parts;  
4 receive an input that indicates a change to data controlled by one of the first set of  
5 constituent parts;  
6 generate a message indicating the change to the data;

7           send the message to a pod having a constituent part corresponding to the  
8 constituent part receiving the change; and  
9           continue running the applet without waiting for a response from the pod.

1           18.    The computer readable medium of claim 17, wherein the sequences of  
2 instructions that cause the processor to generate a message further comprise sequences of  
3 instructions that cause the processor to generate multiple messages, wherein the messages  
4 are optimized to reduce non-essential data included in each message.

1           19.    The computer readable medium of claim 17, further comprising sequences  
2 of instruction that, when executed, cause the processor to:  
3           receive an update from the pod indicating changes to the data;  
4           transform the update, if necessary, based on the state of the pod when the update  
5 is generated; and  
6           modify the data based on the update.